

FIG. 1

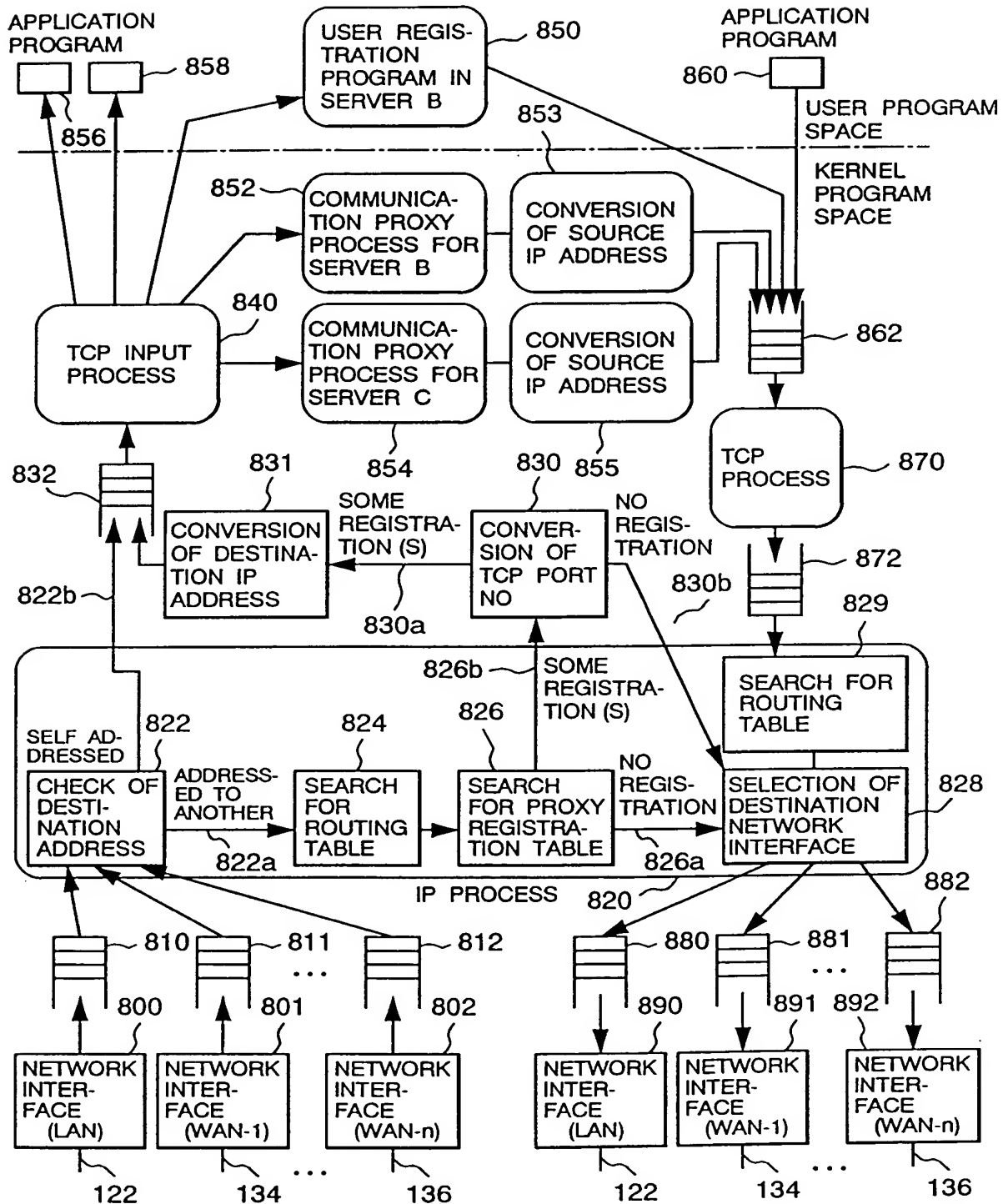


FIG. 2

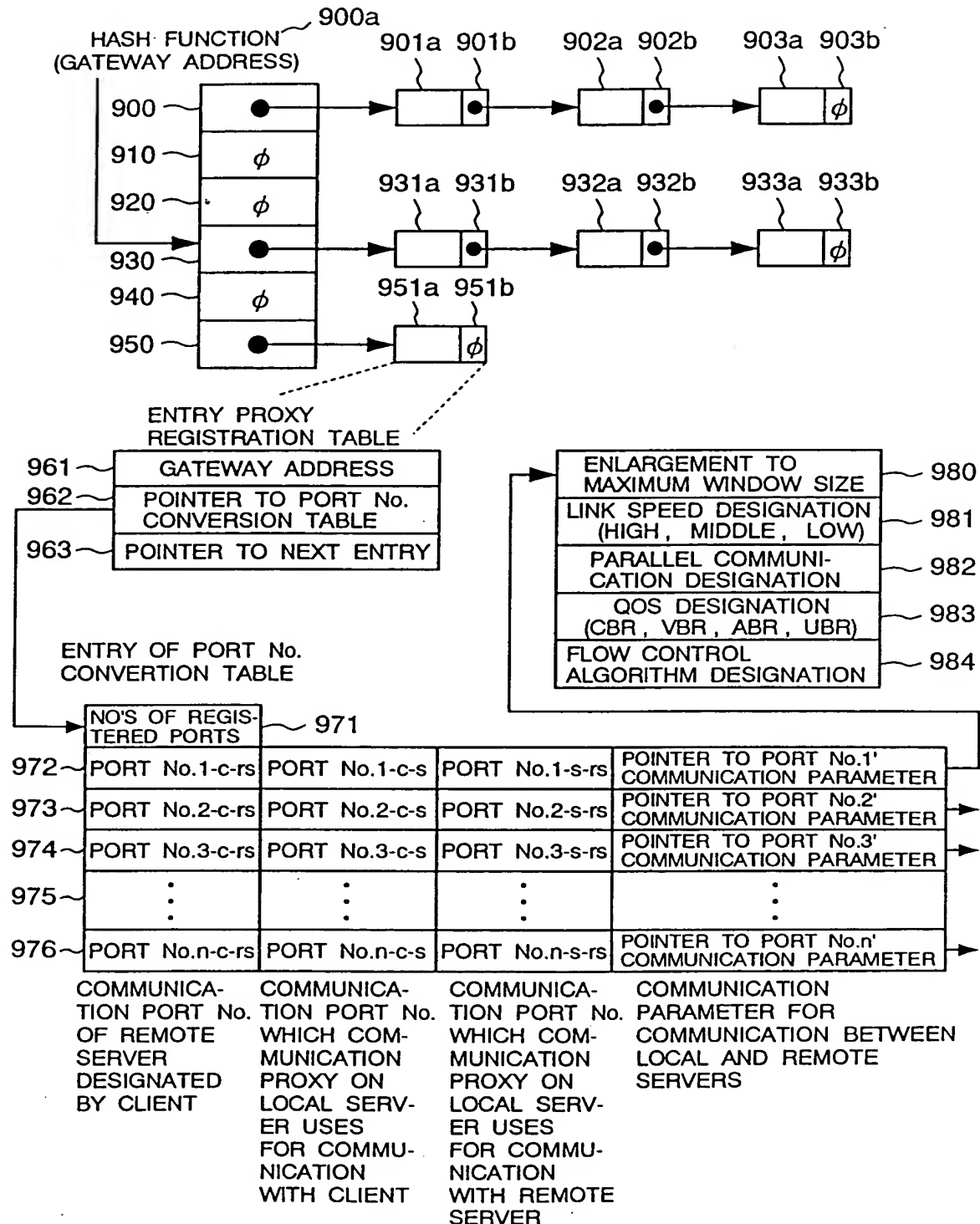


FIG. 3

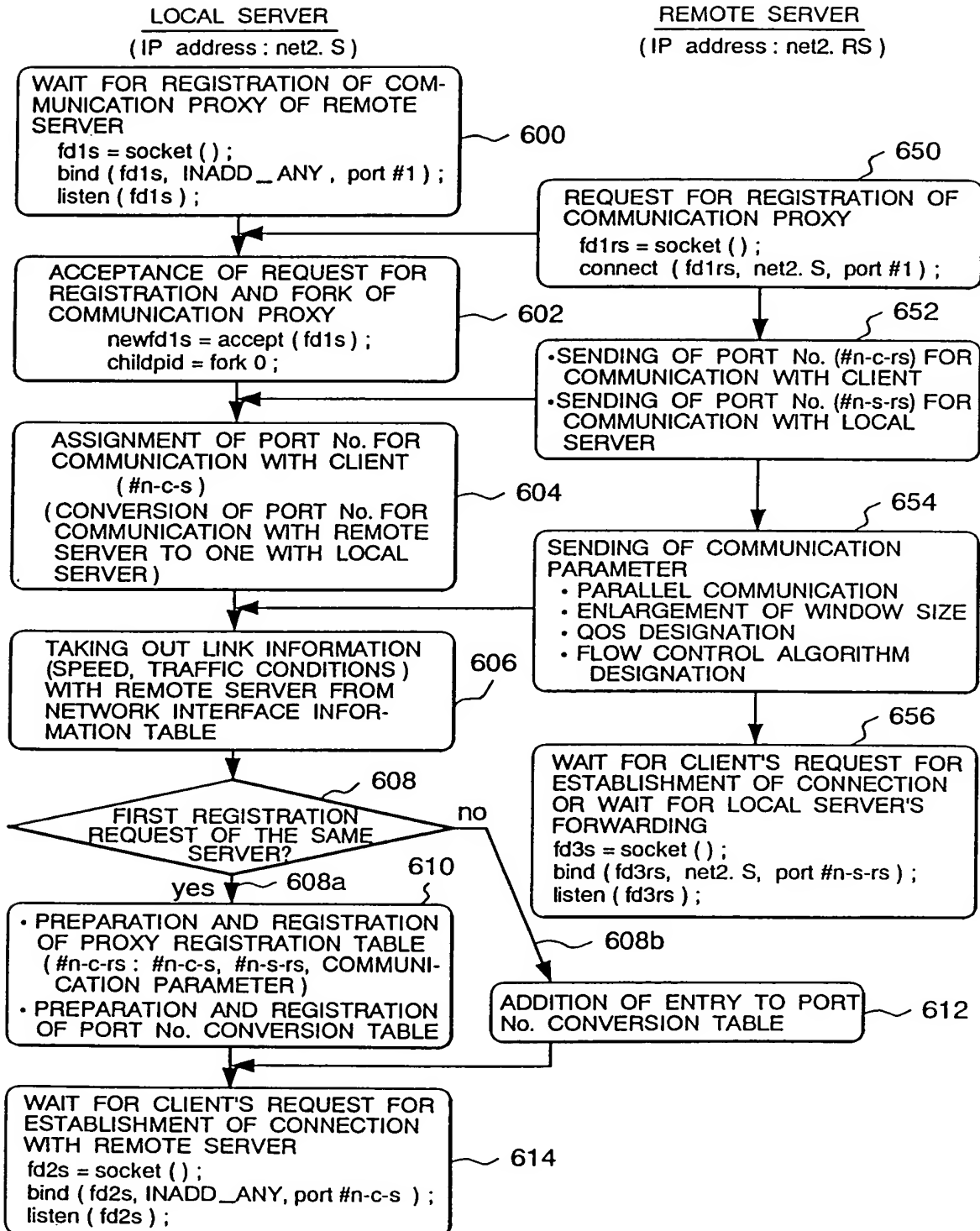


FIG. 4

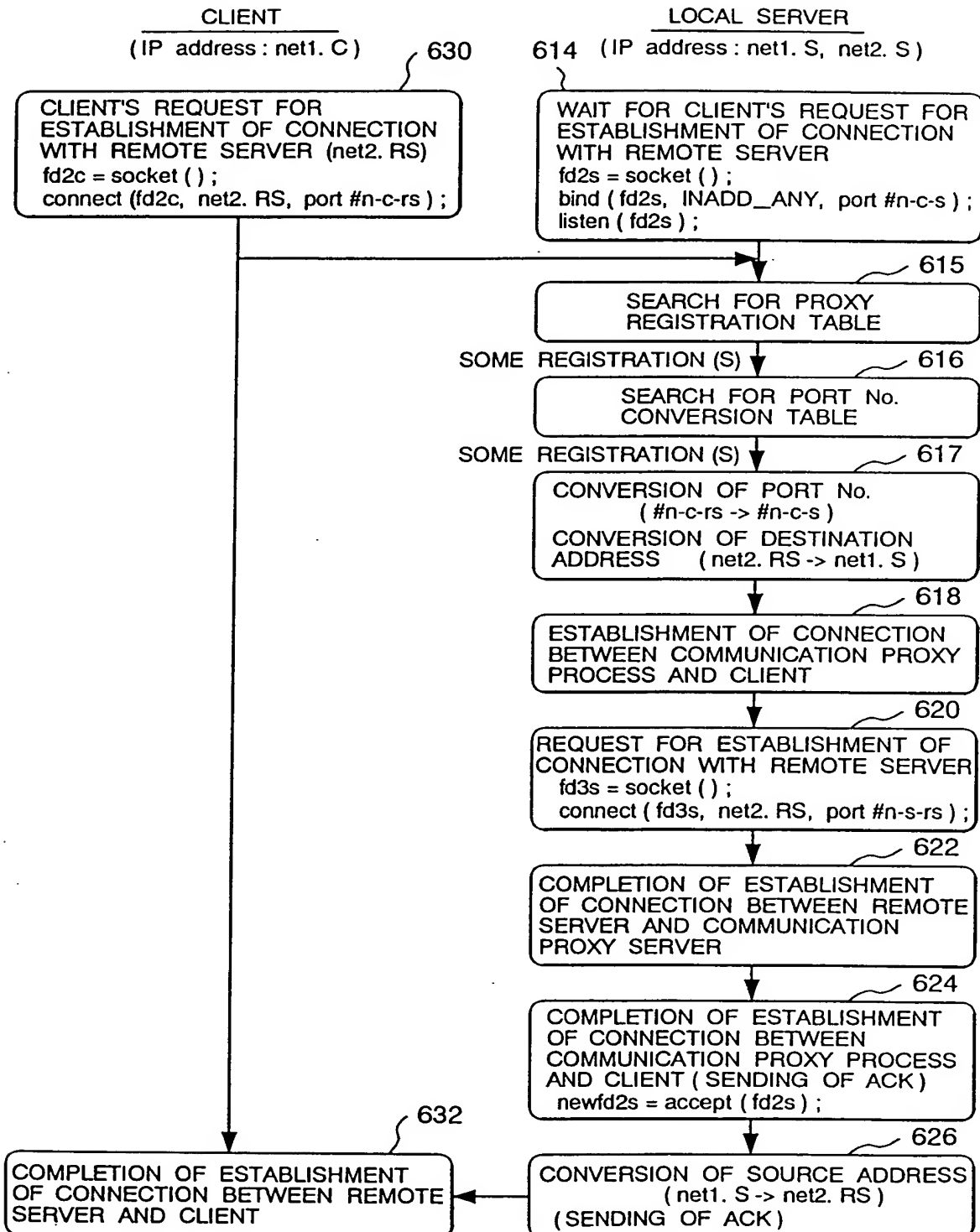


FIG. 5a

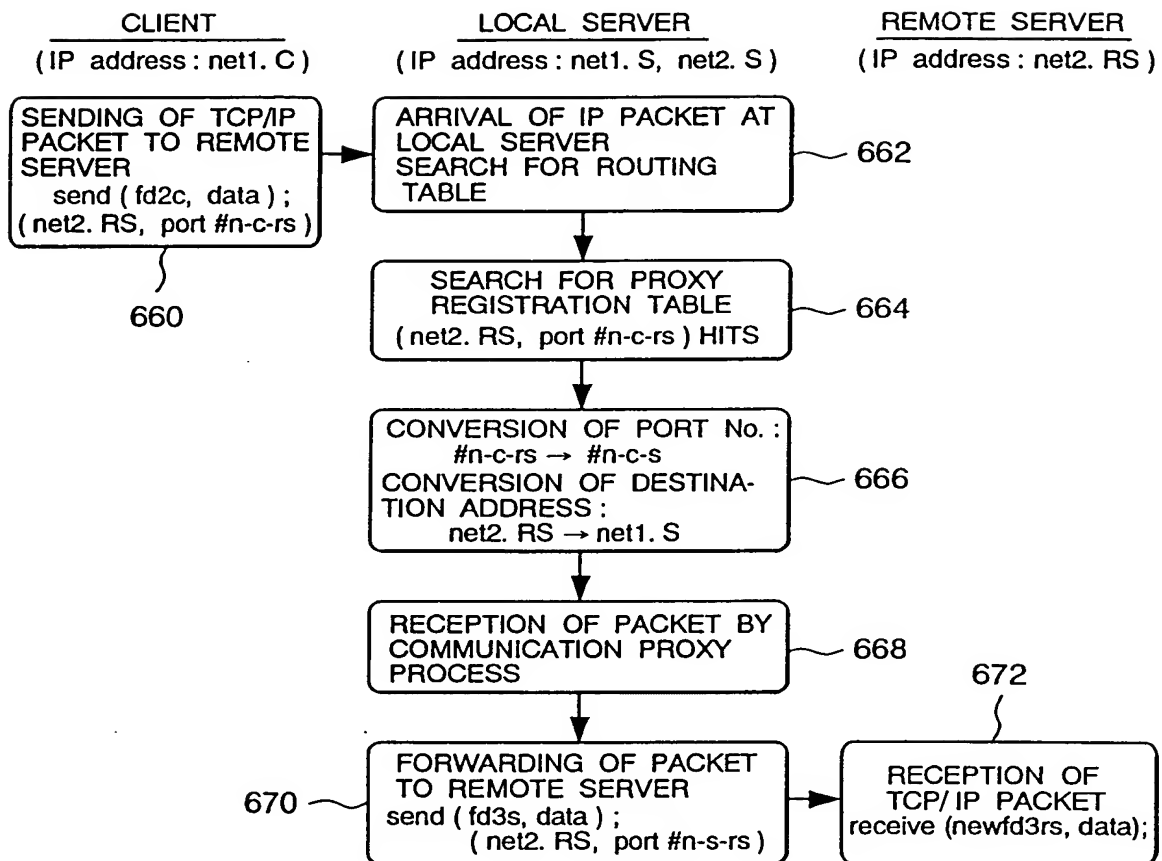
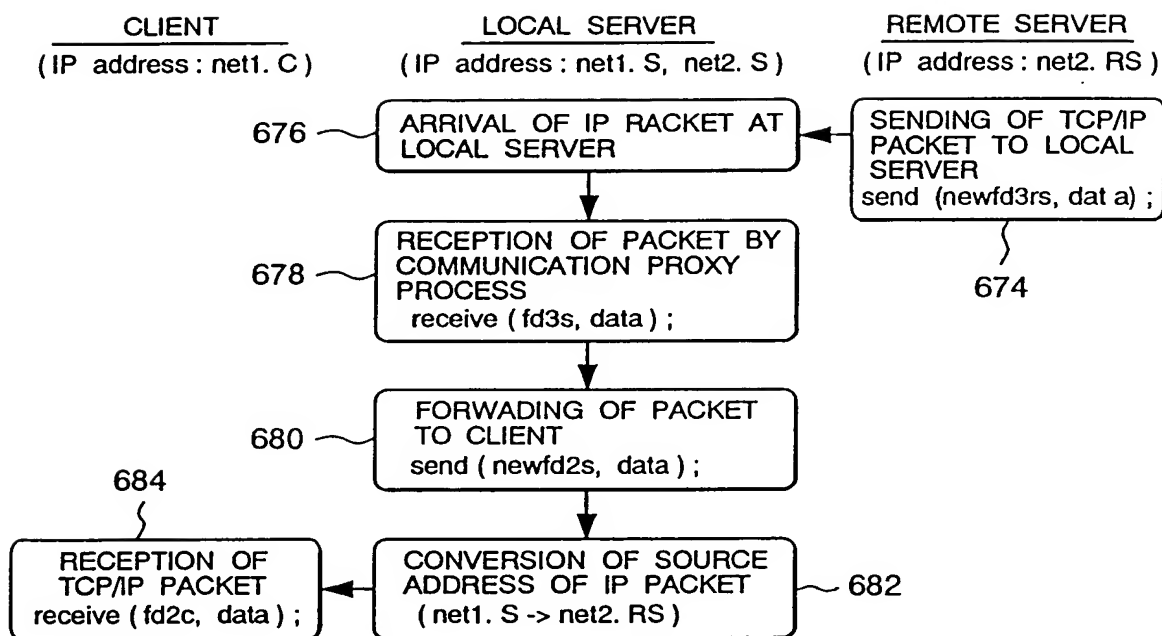


FIG. 5b



PRIOR ART  
FIG. 6a

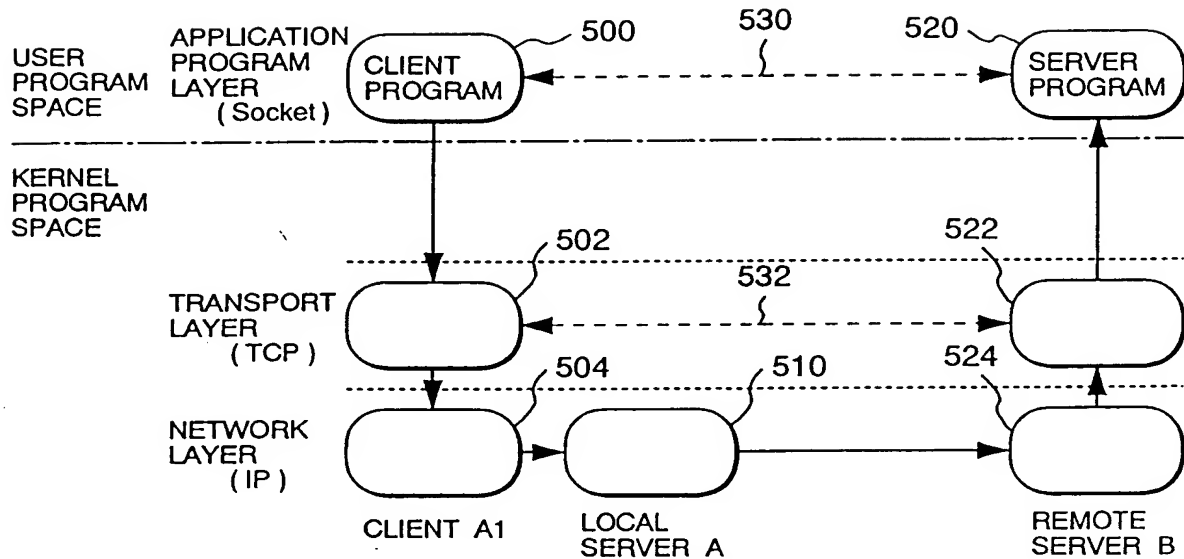
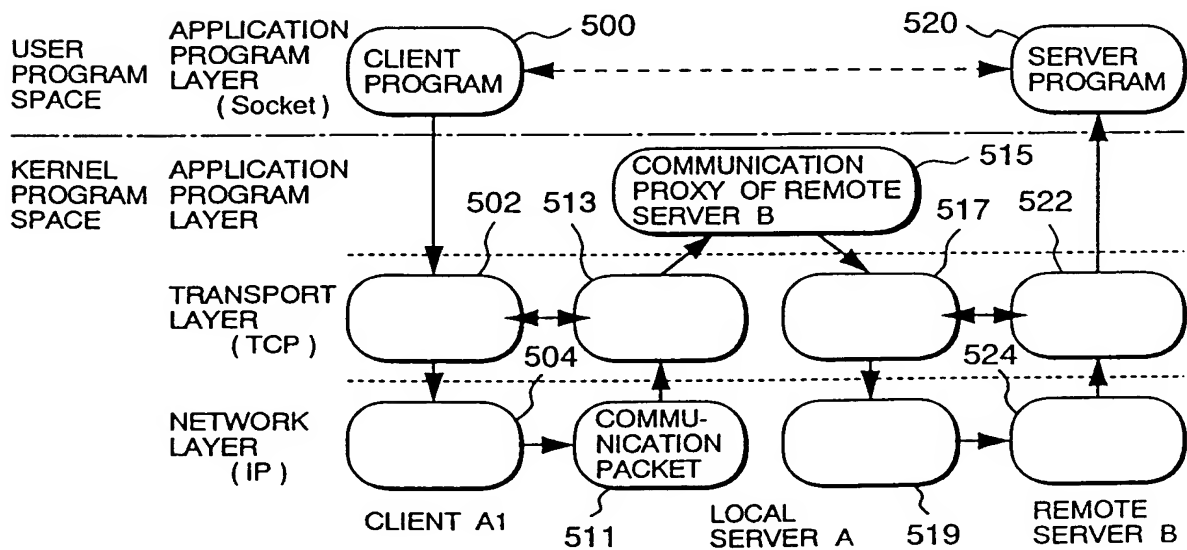


FIG. 6b



*FIG. 7a*

```

#define SERV_TCP_PORT 6001 701
fd = socket (AF_INET, SOCK_STREAM, 0); 702
serv_addr.sin_family = AF_INET; 703
serv_addr.sin_addr.s_addr = htonl (INADDR_ANY); 704
serv_addr.sin_port = htons (SERV_TCP_PORT); 705
bind (fd, (struct sockaddr *) & serv_addr, 706
      sizeof (serv_addr) );
listen (fd, 5); 707
for ( ; ; ) {
    newfd = accept (fd, (struct sockaddr *) 708
                   &cli_addr, &clilen); 709
    childpid = fork (); 710
    if (childpid == 0) { 711
        close (fd); /* child process */ 712
        send and receive data to and from CLIENT; 713
        exit (0); 714
    }
    close (newfd); /* parent process */ 715
}

```

*FIG. 7b*

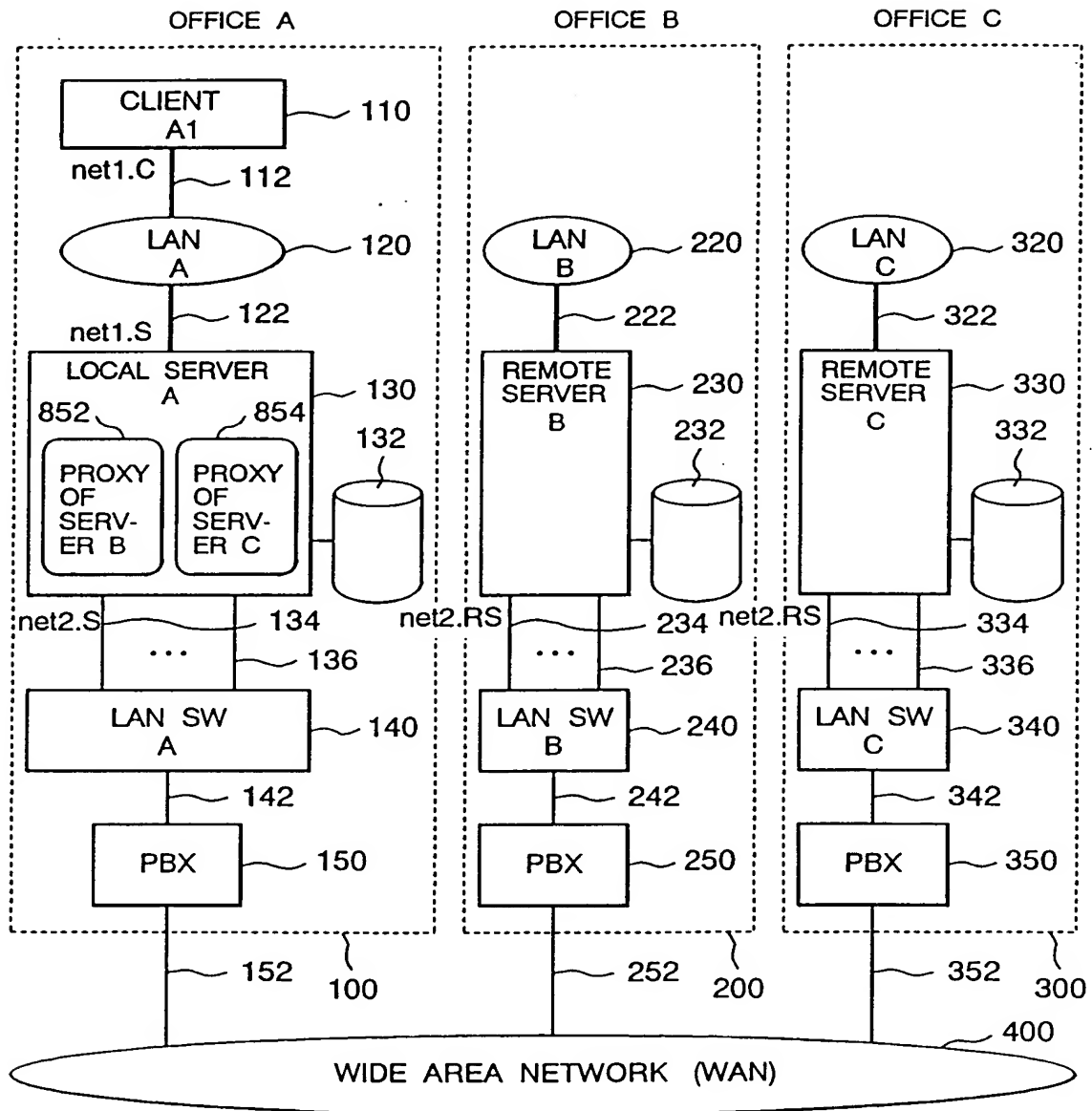
```

#define SERV_TCP_PORT 6001 750
#define SERV_HOST_ADDR net1.l 751
fd = socket (AF_INET, SOCK_STREAM, 0); 753
serv_addr.sin_family = AF_INET; 754
serv_addr.sin_addr.s_addr = htonl (SERV_HOST_ADDR); 755
serv_addr.sin_port = htons (SERV_TCP_PORT); 756
connect (fd, (struct sockaddr *) &serv_addr, 758
         sizeof (serv_addr) );
send and receive data to and from SERVER; 759
close (fd); 760
exit (0); 761

```



FIG. 8



LAN : Local Area Network  
 WAN : Wide Area Network  
 SW : Switch  
 PBX : Private Branch Exchange